

## **REMARKS/ARGUMENTS:**

Claims remain 1-60 remain in the application. Claims 1, 20, 32, 51 have been amended for the purposes of clarification. Applicant believes the claims add no new matter. Applicant directs the Examiner to at least paragraphs 68-72 of associated U.S. publication number 20050075167 as shown below for the convenience of the Examiner.

[0068] After the gaming environment is defined in 3-dimensions, to display a portion of the 3-D gaming environment on a display screen on the gaming machine, a "photograph" of a portion of the gaming environment is generated. The photograph is a 2-dimensional rendering of a portion of the 3-dimensional gaming environment. Transformations between 3-D coordinate systems and 2-D coordinate systems are well known in the graphical arts. The photograph may be taken from a virtual "camera" positioned at a location inside the gaming environment 100. A sequence of photographs taken by the virtual camera in the gaming environment may be considered analogous to filming a movie.

[0069] A "photograph" displayed on the display screen of a gaming machine may also a composite of many different photographs. For instance, a composite photograph may be generated from portions of a first photograph generated using an orthographic view and portions of a second photograph generated using a perspective view. The portions of the photographs comprising the composite photograph may be placed on top of one another to provide "layered" effects, may be displayed in a side by side manner to produce a "collage" or combinations thereof.

[0070] In another embodiment of the present invention, a photograph may be a blended combination of two different photographs. Using an interpolation scheme of some type, two photographs may be blended in a sequence of photographs to provide a morphing effect where the first photograph appears to morph into a second photograph. For instance, a slot game may appear to morph into a poker game.

[0071] Operating parameters of the virtual camera, such as its position at a particular time, are used to define a 3-D surface in the gaming environment, which is projected on to a 2-D surface to produce the photograph. The 3-D surface may comprise portions a number of 3-D objects in the 3-D gaming environment. The 3-D surface may also be considered a 3-D object. Thus, a photograph is a 2-D image derived from 3-D coordinates of objects in the 3-D gaming environment. The virtual camera may represent gaming logic stored on the gaming machine necessary to render a portion of the 3-D gaming environment 100 to a 2-D image displayed on the gaming machine. The photograph is converted into a video frame, comprising a number of pixels, which may be viewed on a display screen on the gaming machine.

[0072] The transformation performed by the virtual camera allowing a portion of the virtual gaming environment to be viewed one or more display screens on the gaming machine may be a function of a number of variables. The size of lens in the virtual gaming environment, the

position of the lens, a virtual distance between the lens and the photograph, the size of the photograph, the perspective and a depth variable assigned to each object are some of the variables that may be incorporated into a transformation by the virtual camera that renders a photograph of the virtual gaming environment. The resolution of the display screen on the gaming machine may govern the size of a photograph in the virtual camera. A typical display screen may allow a resolution of 800 by 600 color pixels although higher or lower resolution screens may be used. A "lens size" on the virtual camera defines a window into the virtual gaming environment. The window is sometimes referred to as a viewport. The size and position of the lens determines what portion of the virtual gaming environment 100 the virtual camera views.

### ***Rejections under 35 U.S.C. § 103***

The Examiner rejected pending claims 1-60 under 35 USC 103(a) as being unpatentable over Itkis (US patent No. 4,856,787) in view of Nakano (U.S. patent Number 5,745,109). The Applicant respectfully traverses the rejection.

The claims as amended describe limitations, such as recited in claim 1, "gaming logic operable to generate the plurality of game outcome or the plurality of separate game outcomes in the 3-D gaming environment; and gaming logic operable to render a plurality of images of the 3-D gaming environment for presentation on the display wherein only a portion of the plurality game outcomes or only a portion of the plurality of separate game outcomes are viewable on the display at one time and wherein the portion of the plurality game outcomes or the portion of the plurality of separate game outcome that are viewable on the display is determined based upon at least a position of a virtual camera in the 3-D gaming environment." Itkis or Nakano alone or in combination don't teach or suggest a use of a virtual camera in the 3-D gaming environment.

In addition, Nakano in its description of Figures 17-24 that rotations are selected such that a portion of each wall is always visible. For example, Col. 15:60-65 of Nakano recites "In this embodiment, however, A/V wall 112 is displayed on the right where Application Wall 113 has been displayed until then. This is for the following reasons. If Application wall 113 is displayed not on the left but on the back as shown in FIG. 19, Application wall 113 would disappear from display 61 and the user would not be able to view it." In other embodiments, such as suggested, in Col. 10, 58-63, an images may be made half transparent so that they are still visible when they overlap.

The Office Communication suggests that if each of the game outcomes in Itkis were mapped to a face of the interface in Nakano the present invention would be obtained. In Itkis, all the game outcomes are visible as shown in FIG. 4. Nakano suggests that the interface is arranged and manipulated to allow information on each face of the interface to always remain visible to facilitate a selection by a user as described in the previous paragraph. Nakano doesn't describe selecting a face with information that is not visible to the user on the interface such that when it

is selected the face rotates into view and information that was previously not visible becomes visible as a result of manipulation of the interface. Thus, Applicant doesn't see how the combination of can be said to teach or suggest "wherein only a portion of the plurality game outcomes or only a portion of the plurality of separate game outcomes are viewable on the display at one time and wherein the portion of the plurality game outcomes or the portion of the plurality of separate game outcome that are viewable on the display is determined based upon at least a position of a virtual camera in the 3-D gaming environment" because it appears in Nakano that information on each face of the interface is always visible to the user independent of how the interface is manipulated.

Finally, Office Communication indicates that altering Itkis to combine the functions of the slave and master device is obvious. Applicant respectfully disagrees based upon the games that Itkis describes. The keno and bingo games shown in FIG. 4 of Itkis are designed for multiple players participating in a common game. Thus, a central master device is required to distribute the results to of the common game to the multiple players. Thus, Itkis teaches away from the modification suggested in the office communication.

Therefore, for at least these reasons, the combination of Itkis and Nakano can't be said to render obvious the remaining claims and the rejections are believed overcome thereby.

Applicant believes that all pending claims are allowable and respectfully requests a Notice of Allowance for this application from the Examiner. Should the Examiner believe that a telephone conference would expedite the prosecution of this application, the undersigned can be reached at the telephone number set out below.

Respectfully submitted,  
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